DIRGE of CERBERUS
FINAL FANTASY VII

TEEN
T
CONTENT RATED BY ESRB

SQUARE ENIX™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

DIRGE of CERBERUS™

FINAL FANTASY VII

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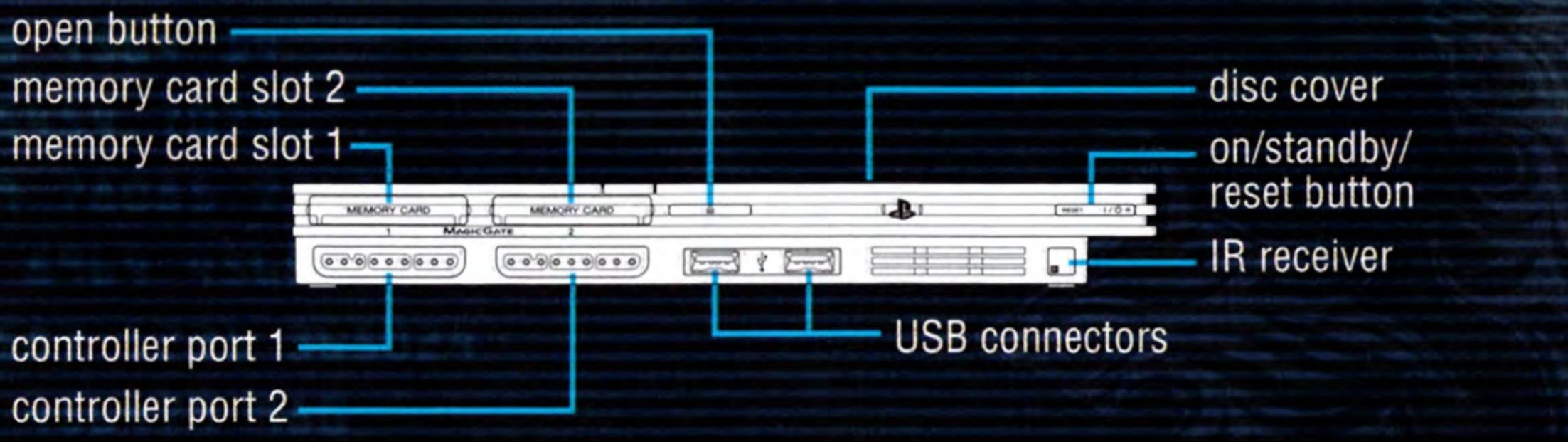


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **DIRGE of CERBERUS™ –FINAL FANTASY® VII–** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers to the controller ports. Follow on-screen instructions and refer to this manual for information on using the software.

BEGINNING THE GAME

TITLE MENU

The title screen will appear after the opening movie has finished playing, or after the ⊗ button is pressed.

Game Start

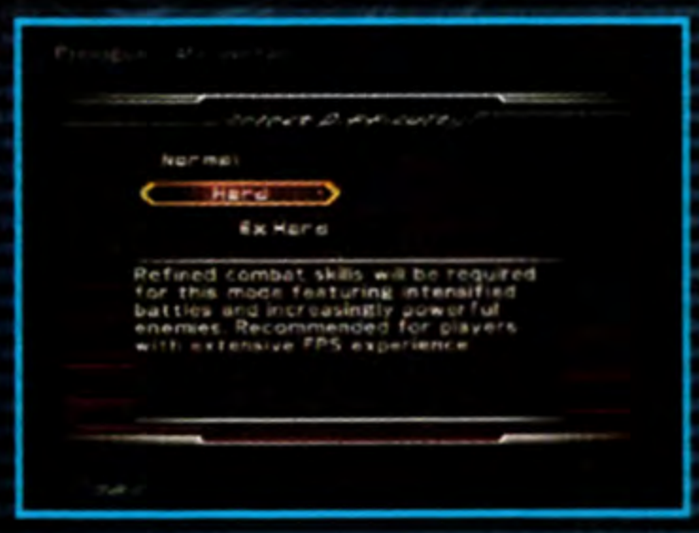
Select Game Start to begin a new game or continue from a previously saved point.

Tutorial Menu

This mode offers invaluable instruction on how to play the game.

Normal

This mode offers balanced game play and difficulty appropriate for players with little action game experience.



Hard

Refined combat skills will be required for this mode featuring intensified battles and increasingly powerful enemies. Recommended for players with extensive FPS (first-person shooter) experience.

Ex Hard

Ex Hard is a special mode for those skilled players who have proven their ability. Although enemies are more numerous and vicious than ever before, Vincent will be allowed to carry over weapons and gil acquired in the previous playthrough.

SAVING AND LOADING

If this is your first time playing the game, or if there is no DIRGE of CERBERUS™-FINAL FANTASY VII- game save data found on the memory card (8MB)(for PlayStation®2), you will be prompted to create save data.

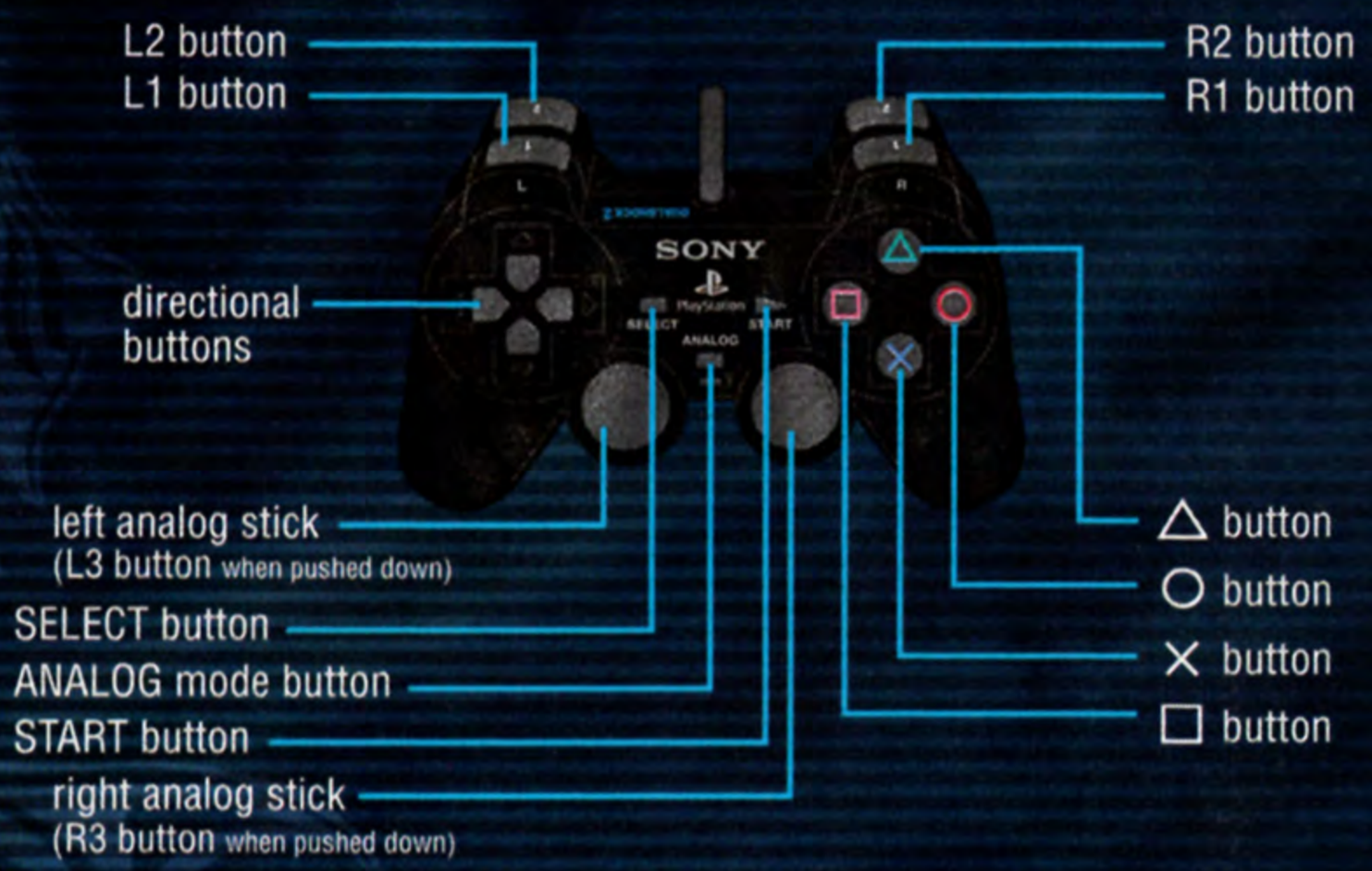
Saving will occur automatically as the player progresses through the various chapters of the story.

To load a game, select the chapter and then the event checkpoint that you wish to continue the game from.

You can also load tempsave data from this menu. See page 14 for more information.

Basic Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DIRGE of CERBERUS -FINAL FANTASY VII- allows for two different control methods:
1) DUALSHOCK®2 analog controller 2) USB-compatible keyboard and mouse

Using the DUALSHOCK®2 analog controller

- Compatibility is only guaranteed with the DUALSHOCK®2 analog controller.
- The controller is automatically set to ANALOG mode.
- Vibration can be toggled on or off from the Control Settings menu.
- The controller must be inserted into controller port 1.

BASIC CONTROLS

L1 button	Magic
L2 button	Toggle Weapons
R1 button	Shoot
R2 button	Reload
L3 button	Reset camera
R3 button	Zoom / Use scope
Up directional button	Map
Down directional button	Not used
Left directional button	Change shortcut item
Right directional button	Use shortcut item
left analog stick	Move
right analog stick	Operate camera / Move sight
START button	Pause
SELECT button	Not used
⊗ button	Jump / Action
○ button	Melee / Lower Weapon
△ button	Open main menu
□ button	Crouch / Stand
L1 button + R1 button	Deactivate limit break

MENU

directional buttons	Move cursor
L2 button	Previous page
R2 button	Next page
⊗ button	Confirm
○ button	Cancel
□ button	Additional functions (if available)

BASIC CONTROLS

USING A USB-COMPATIBLE KEYBOARD AND MOUSE

USB-COMPATIBLE KEYBOARD

MOUSE

KEYBOARD

↑↓←→	Operate camera / Move sight (cannot be changed)
B	Melee / Lower Weapon
V	Open main menu
A	Move left
D	Move right
1~4	Select weapon
Q	Change shortcut item
R	Reload
Left-click + F or Enter + F	Deactivate limit break
Space	Jump
Pause	Pause

Enter	Shoot
N	Toggle weapons
W	Move forward
S	Move backwards
Shift	Hold to walk
M	Map
E	Use shortcut item
F	Magic
X	Crouch / Stand
Z	Zoom
Tab	Reset camera

SET KEYBOARD FUNCTIONS

Esc	Go back in menu
0 (zero)	Additional functions (if available)
↑↓←→	Move cursor
PageDown	Scroll down in menu

Tab	Next page in menu
Enter	Confirm in menu
PageUp	Scroll up in menu

MOUSE

Move mouse	Operate camera / Move sight
Right-click	Melee / Lower Weapon
Wheel click	Open main menu

Left-click	Shoot
Turn wheel	Toggle weapons

Extra Features

Select Extra Features from the title menu to display a menu of special content unlocked during play.

Event Viewer
Watch the event scenes from the story. Unlock new scenes by shooting hidden targets located throughout the 12 chapters.

Character Viewer
View 3D models of the game's characters. Unlock new characters by shooting hidden targets found throughout the extra missions.

Sound Gallery
Listen to music from the game's soundtrack. Unlock new songs by shooting hidden targets found throughout the extra missions.

Art Gallery
View artwork used in the game's development. Unlock new pages by shooting hidden targets found throughout the extra missions.

Extra Missions
Test your skills in a variety of elaborate side missions. Unlock new stages by completing assigned objectives and shooting hidden targets found throughout the levels.

DOLBY PRO LOGIC II

DIRGE of CERBERUS -FINAL FANTASY VII- can be enjoyed in surround sound by connecting the PlayStation®2 system's DIGITAL OUT (OPTICAL) connector or AV MULTI OUT connector to a compatible sound device. Devices capable of Pro Logic II decoding will output in 5 ch surround sound. Devices capable of Pro Logic decoding will output in 4 ch surround sound. This mode also allows for playing standard 2 ch stereo sound output.

- Please consult your sound device manual for further information.

Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

DOLBY® PRO LOGIC II

Story of FINAL FANTASY VII

It was an epic tale: a battle for the planet's survival.

The sprawling metropolis of **Midgar** had become the world's center. Mako, a seemingly unlimited source of energy, supplied power to everyone. This energy source was developed and monopolized by an entity known as the **Shinra Electric Power Company**, which covered the surface of the planet with energy distribution facilities called mako reactors. Shinra had grown into a malevolent industry with incontestable economic power, as well as a tyrannical hand in politics.

Unknown to most, mako was the source of all life on the planet—the very lifeblood pulsing through its veins. As mako was pumped from deep below the planet's surface, the world slowly crept toward its imminent demise.

Cloud Strife, a mercenary formerly of Shinra's elite **SOLDIER** unit, agreed to cooperate with **Avalanche**, an anti-Shinra group established by **Barret Wallace**. However, Cloud could never have known what awaited him on his journey—his lost past and a cruel fate for the future.

Many gathered around Cloud in this struggle:

- **Tifa Lockhart**, Cloud's childhood friend and a master of martial arts.
- **Aerith Gainsborough**, a girl with the blood of the Ancients running through her veins, who Cloud would never forget.
- **Red XIII**, the last member of a race that lived alongside the planet and protected it with pride.
- **Cait Sith**, a fortune-telling robot whose true identity was **Reeve Tuesti**, a spy from Shinra.
- **Yuffie Kisaragi**, a young ninja gathering materia to restore her homeland to its former glory.
- **Cid Highwind**, a renowned pilot destined to be the world's first astronaut.
- **Vincent Valentine**, whose body was twisted by a mad Shinra scientist and made to sleep for 30 years.

The hopes and dreams of this stalwart band came together and escalated into a battle against **Sephiroth**, a man intent on destroying the entire planet.

Sephiroth, once a member of SOLDIER, was a legendary warrior who also served as Cloud's inspiration. Created through Shinra's **Jenova Project**, his power greatly surpassed that of any mere human. At one time in history, he was revered by all as a hero, but on the fateful day he discovered the secrets behind his birth, he set the town of Nibelheim ablaze and disappeared without a trace. As he vanished, he vowed to one day become ruler of the planet.

Several years later, he reappeared and initiated his plan to summon a wayward star from the cosmos and smash it into the surface of the planet using the ultimate destructive magic: Meteor. Aerith learned of the danger to the planet and prepared to use Holy, a sacred magic of the Ancients, to stop Meteor. However, she was felled by Sephiroth's blade.

Overcoming sorrow and despair, Cloud and his companions finally managed to defeat Sephiroth, but Meteor already hovered close above the planet's surface. The land screamed in agony as cities were slowly torn apart. In the midst of the chaos, Aerith's dying prayers were finally answered and Holy rose against the wicked magic. However, it was far too late, and nothing could stop the awesome strength of Meteor. At the moment when all seemed lost, the Lifestream appeared and synchronized with Holy, enveloping Meteor along with the entire planet...

Three long years have passed since the events of FINAL FANTASY VII...

Meteor had left a tremendous scar on the planet. The once green land withered and the radiant light of mako vanished. The calamity known as **Meteorfall** would never be forgotten by anyone who lived through that fateful day.

In the midst of this tragedy, people worked to help one another, and the world slowly began to rise from the ashes of decay and decimation.

Just as things began to stabilize, an ominous event transpired in **Junon**. In the course of a single night, a large number of people disappeared without a trace. News of this mass disappearance carried swiftly across the globe and spawned rampant speculation.

Around the same time, in the city of **Edge**, eerie rumors passed through the streets. Rumors of screams echoing from nearby **Midgar**, night after night...

At the heart of Meteor's attack on the planet, Midgar had sustained the most damage and was no longer a place for man to dwell. However, records were uncovered that led many to believe that people had been left behind in the city. Television crews and volunteer organizations sent in rescue teams, but not a single person returned...

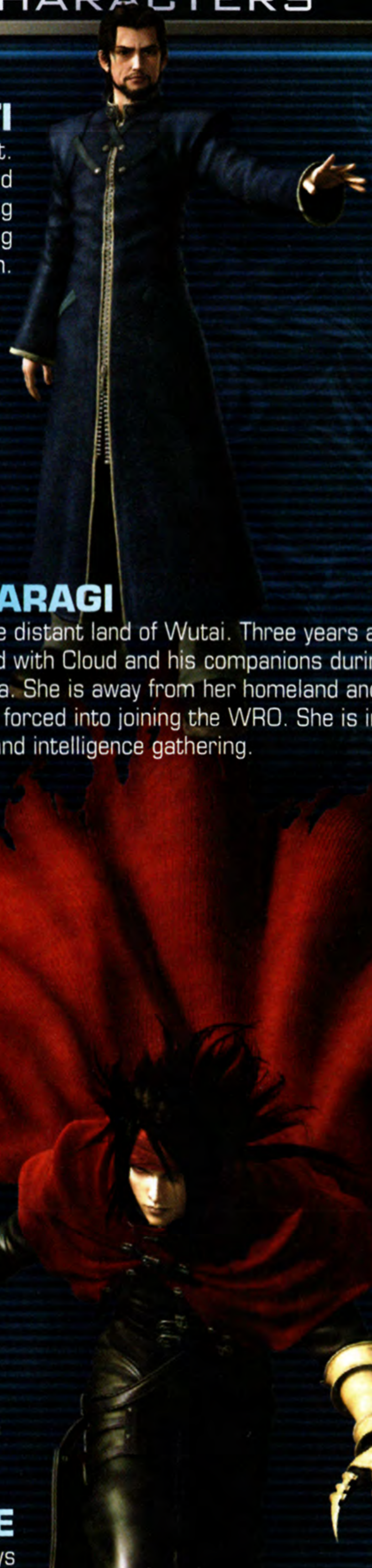
Kalm, located to the east of Midgar,
also sustained major damage during Meteorfall,
but had managed to recover—
thanks to the efforts of its people.
Plans for a large celebration were underway.

Vincent Valentine is summoned to the celebration by Reeve Tuesti, an old comrade who fought by his side three years ago in the struggle against Sephiroth.

As festive participants fill the streets and celebration envelops the town, a mysterious group of soldiers attacks without warning. People all over the town are gunned down or captured by these unidentified invaders. Vincent bears witness to the tragedy unfolding around him and leaps into action. What he doesn't know is that these soldiers are also looking for him...

REEVE TUESTI

The former head of Shinra's Urban Development Department. He is currently serving as the commissioner of the World Regenesis Organization (WRO), a group devoted to helping the planet recover from the Meteorfall tragedy and standing against those who would threaten the world again.



YUFFIE KISARAGI

A young ninja from the distant land of Wutai. Three years ago, she became entangled with Cloud and his companions during her search for materia. She is away from her homeland and has been (somewhat) forced into joining the WRO. She is in charge of espionage and intelligence gathering.

VINCENT VALENTINE

Originally a gun-slinging member of the Turks, back in the days when Shinra Electric Power Company was known as Shinra Manufacturing. The mad scientist Hojo transformed his body into the aberration it is today. His long slumber in a coffin below Shinra Manor came to an end three years ago, when he was awakened by Cloud and joined him on his quest.

SHELKE

Although her appearance is that of a 10-year-old girl, Shelke is actually a member of the Tsviets, an elite Deepground unit. Her specialties include the ability to dive into virtual networks and wield two EM sabres in combat. She is working closely with Azul in the search for Vincent's whereabouts.

AZUL

Also a member of the Tsviets. His appearance has earned him the title of "Azul the Cerulean." His greatest love is battle, and his awe-inspiring power allows him to wield a tank's cannon as if it were a toy.

ROSSO

A member of the Tsviets whose body is stained crimson. She moves with the elegance and speed of a panther, and can shoot airwaves from her hands. She is ferocious and unstable. Her dream is to see the world devoid of all human life.

ADVANCING THROUGH THE STORY

Vincent's tale is told through a series of tightly interwoven chapters. The world of FINAL FANTASY VII becomes the battlefield, and Vincent must combat enemies with guns, melee attacks, and more. Defeating enemies yields gil, ammunition, and other useful items. Vincent can also accumulate experience points by neutralizing targets.

STAGE MISSIONS

During the game, Vincent will be prompted to complete specific missions within certain stages. These missions contain a variety of objectives, including defeating enemies or assisting allies in combat. Vincent's prowess at completing each mission is assessed at the stage results screen.

STAGE RESULTS

At the end of each stage, Vincent will be evaluated on the number of targets destroyed, his accuracy, and other statistics. The better his assessment, the more gil he will receive as a reward.

CALCULATING POINTS AND LEVELING UP

Points are calculated at the end of a stage, or when Restart is selected from the game over screen. Experience gained by defeating enemies may be used towards leveling up, or may be converted into gil.

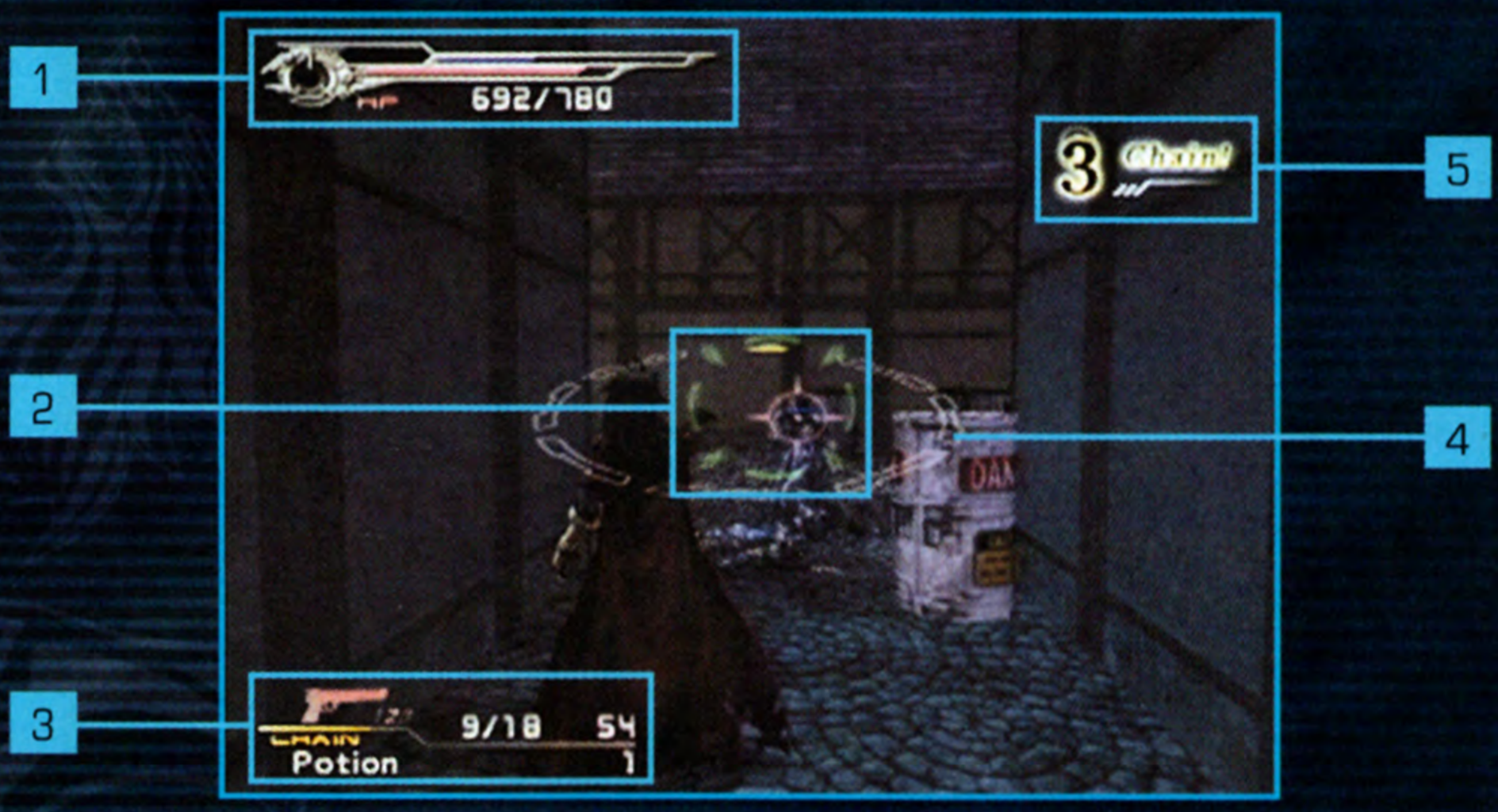
SHOPPING AND MODIFICATION

Vending machines located throughout the game can be used to conduct a variety of transactions, including buying or selling items, or modifying Vincent's weapons. Modification allows Vincent to improve his weapons' functionality and strength. The shop menu is also available at the end of each stage.

GAME OVER

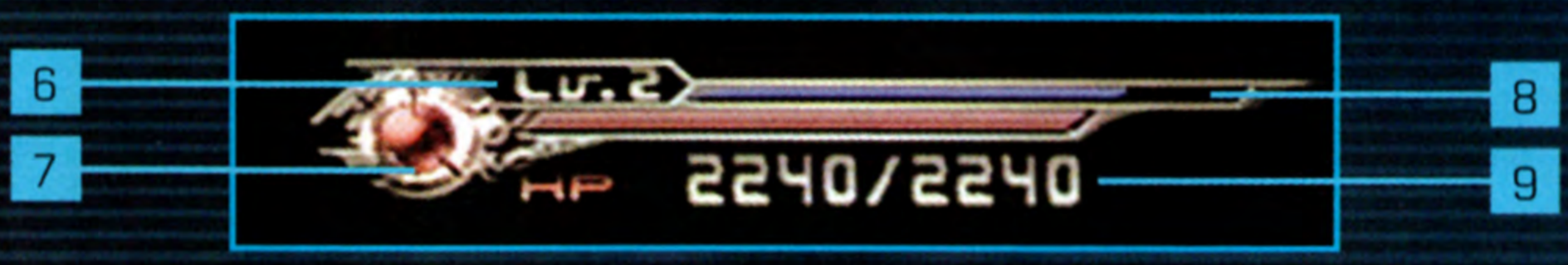
When Vincent is KO'd (HP falls to zero), the game over screen appears. Selecting **Restart** will calculate points up to where Vincent was defeated, allowing him to gain experience and level up. He will then begin again at the last checkpoint. Select **Quit** to return to the title screen.

BATTLEFIELD SCREEN



1. Status Gauges
2. Sight Display
3. Ammunition Details
4. Assault Radar (Displays the direction of incoming enemy attacks)
5. Killchain (Defeating multiple enemies in succession will increase the Killchain count and strengthen Vincent's next attack.)

STATUS GAUGES



6. Magic Level
7. Currently Equipped Materia (The color will change depending on the materia equipped.)
8. MP Gauge
9. HP Gauge (Displays current and maximum hit points.)

THE MAIN MENU

MAIN MENU

The main menu can be displayed by pressing the △ button while on the battlefield. From here, Vincent can access other menus to perform necessary functions, including weapon customization and status confirmation. When the menu is opened in Normal mode, the game is paused. In Hard and Ex Hard modes, the game continues, leaving Vincent susceptible to enemy attack.

MAP

The map displays the area around Vincent's current location. The directional buttons can be used to scroll the map. Sometimes, important locations will be displayed on the map, so it may be useful to refer to it during missions. The map can also be displayed by pressing the up directional button. The left analog stick can be used to control Vincent while the map is displayed. However, while in this mode, Vincent cannot fire his weapon, use magic, jump, crouch or access the menu.

ITEM

Items are divided into the types listed below and can be distinguished from one another by their specific icons. Certain items have restrictions on how many can be carried simultaneously.

Current Inventory/
Maximum Capacity

FRAME	EQUIPPED IN THE FRAME SLOT; A GUN'S BASIC BODY
BARREL	EQUIPPED IN THE BARREL SLOT; A GUN'S SPECIALIZED BARREL
SCOPE	EQUIPPED IN THE SCOPE SLOT; ASSISTS WITH SNIPING, AS WELL AS OTHER FUNCTIONS.
OPTION	EQUIPPED IN THE OPTION SLOT; INCREASES A WEAPON'S CAPABILITIES
ACCESSORY	EQUIPPED IN THE ACCESSORY SLOT; INCLUDE, BUT ARE NOT LIMITED TO, MATERIA
AMMUNITION	AMMUNITION IS DEPLETED WHEN FIRING A WEAPON. THERE ARE THREE DIFFERENT TYPES OF AMMUNITION, CORRESPONDING TO THE GUN'S FRAME.
CONSUMABLE ITEMS	THESE ITEMS CAN ONLY BE USED ONCE, SUCH AS POTIONS AND ETHER
KEY ITEMS	THESE ITEMS, SUCH AS CARDKEYS, ARE NECESSARY TO ADVANCE IN THE STORY

CUSTOMIZE

Weapons have five slots, in which different parts with a variety of abilities can be equipped. Selecting a slot displays the parts in Vincent's inventory that may be equipped. Three different customizations may be stored at once in the Customize menu. Note that each of the three customizations must have a frame and barrel equipped at all times. The five different slots are listed below.

Frame Slot	Controls a weapon's most basic functions. The frame determines the type of ammunition used. The three frames available are handgun, machine gun, and rifle.
Barrel Slot	Determines a weapon's range and accuracy
Scope Slot	Assists with sniping, as well as other functions
Option Slot	Increases the performance of various functions
Accessories	Adds a variety of abilities to weapons

Parameters used to describe weapon performance are listed below.

WT	Weight
POW	Attack Power
SPD	Firing Speed
RNG	Range
S	Short-Range Accuracy
M	Medium-Range Accuracy
L	Long-Range Accuracy

A weapon's overall ability is also displayed on a chart. There are four levels (C, B, A, and S), with C representing the weakest and S the strongest.

STATUS

This menu displays information about Vincent.

LEVEL	Vincent's level
To NEXT LEVEL	Experience required to level up
TOTAL	Total experience points accumulated
STR	Vincent's attack power
DEF	Vincent's defense rating
DEX	Vincent's dexterity (influences accuracy)
INT	Vincent's intelligence (influences magic attacks)
PLAY TIME	Total play time
GIL	Current gil total

CONFIG

This menu allows for customization of game and controller settings. Use the L2 and R2 buttons to scroll through the pages.

CONTROL SETTINGS	CHANGE OPTIONS SUCH AS VIBRATION, TARGETING CONTROLS, AND CAMERA SETTINGS
CONTROLLER SETUP	ASSIGN COMMANDS TO CONTROLLER BUTTONS
MOUSE SETUP	ASSIGN COMMANDS TO THE MOUSE
KEYBOARD SETUP	ASSIGN COMMANDS TO THE KEYBOARD
OTHER SETTINGS	CHANGE SETTINGS SUCH AS SOUND OUTPUT, SUBTITLE DISPLAY, AND SCREEN BRIGHTNESS

RESTART

Restores Vincent to the most recent checkpoint in the current stage.

You cannot restart from tempsave points.

TEMPSAVE

Save the current game and return to the title screen. Only one tempsave file may exist at any one time. Loading the tempsave file or a normal save file will delete the current tempsave.

QUIT

Return to the title screen without saving.

ACTIONS

While on the battlefield, Vincent can perform a variety of different actions.

MOVEMENT

LEFT ANALOG STICK	MOVE VINCENT
✕ BUTTON	JUMP / ACTION
○ BUTTON	CROUCH / STAND
LEFT ANALOG STICK + ○ BUTTON	ROLL (TUTORIAL MODE ONLY) / RUSH

When Vincent is struck by a powerful attack, he may be knocked back onto the ground. A well-timed jump, rush, or roll (in the tutorial mode only) just as he is hitting the ground will allow him to recover instantly without falling.

FIRING

Pressing the R1 button brings up the sight, allowing Vincent to aim at enemies. Pressing R1 again fires the current weapon at the targeted location. Use the right analog stick to hone in on enemies and fire. Press the ○ button to lower Vincent's weapon. Shooting depletes ammunition. Once ammunition runs out, Vincent will be unable to fire, so keep an eye on the display in the lower left corner of the screen.

AIMING

On the settings screen when you first begin the game, you will be able to select from three different types of sight support: manual, semi-automatic, and automatic. Choose the option which best suits your own skills and abilities. This setting can be changed at any time from the Config menu.

MANUAL	NO SIGHT SUPPORT. ALL AIMING IS DONE MANUALLY.
SEMI-AUTOMATIC	SIGHT WILL BE DRAWN TO NEARBY TARGETS
AUTOMATIC	SIGHT WILL BE DRAWN TO AND FIXED ON NEARBY TARGETS

MAGIC

Equipping materia allows Vincent to utilize magical attacks. To use magic, press the L1 button when the sight is displayed.

Magic points (MP) are required to use magic. MP can be obtained by stepping on mako points scattered throughout the battlefield or by using certain items.

Mako Point

USING ITEMS

Obtain items on the battlefield by walking over them. An item has been acquired if its name is displayed in green in the lower left corner of the screen. Items that cannot be picked up will have their names displayed in red. A window may appear when certain important items are obtained.

Consumable items can be used via the Item menu or by using the shortcut keys. Press the left directional button to scroll through Vincent's items, and the right directional button to use the selected item.

MELEE ATTACKS

Vincent can use melee attacks against nearby enemies by pressing the ◎ button. Pressing ◎ in rapid succession initiates a powerful combo attack. Certain enemy attacks may be deflected using melee techniques.

JUMPING AND AERIAL COMBOS

Pressing ⊗ will cause Vincent to jump. Jumping a second time while already in the air will allow Vincent to jump even higher. Aerial combos can be performed by pressing ◎ rapidly after jumping. Using melee attacks while double jumping will yield even longer aerial combos.

LIMIT BREAK

Using the consumable item "Limit Breaker" from either the main menu or the shortcut menu will transform Vincent into the Galian Beast. This will fully replenish Vincent's HP as well as drastically increase his melee attack power and defense rating. However, he will be unable to use guns while in this form. The limit break will last for a short time and can be deactivated manually by pressing the L1 and R1 buttons simultaneously.

Actions During Limit Break

◎ BUTTON	JUMP / ACTION
R1 BUTTON	LONG-RANGE HOMING BLAST

Performing a melee combo while in the air as the Galian Beast will yield a special aerial combo exclusive to the Limit Break form.

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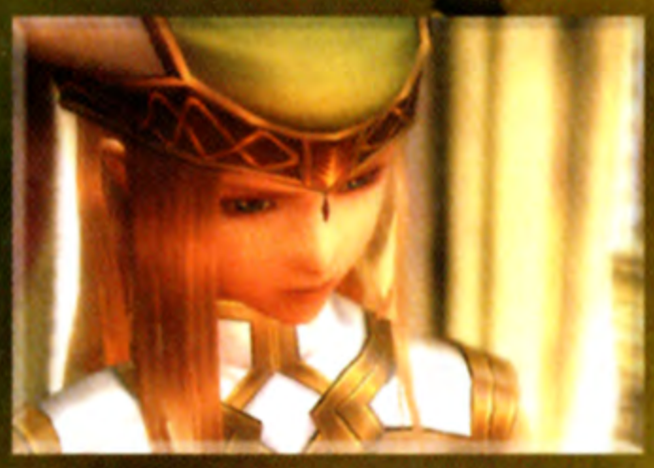

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Suggestive Themes

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